## **AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

## **Listing Of Claims:**

## 1-4. (Canceled)

5. (Previously Presented) A method for playing a recording medium in a player, the recording medium having a run-in area and at least one address area stored in the run-in area, the at least one address area containing at least one address of a beginning of a title stored on the recording medium in the form of a combination of multiple time units, the player having a read device and a memory, the method comprising the steps of:

when the at least one address area is read out, converting the at least one address of the beginning of the title to a start time in the form of exactly one time unit, the start time substantially corresponding to a playing time of the recording medium from a beginning of a program area to a beginning of an addressed title;

storing the start time in the memory; and

calculating a track jump time, for positioning the read device at the beginning of the title, directly from at least one corresponding start time stored in the memory.

- 6. (Previously Presented) The method according to claim 5, wherein the recording medium includes an optical storage disc.
- 7. (Currently Amended) [[The method according to claim 5, further comprising the steps of,]] A method for playing a recording medium in a player, the recording medium having a run-in area and at least one address area stored in the run-in area, the at least one address area containing at least one address of a beginning of a title stored

on the recording medium in the form of a combination of multiple time units, the player having a read device and a memory, the method comprising the steps of:

when the at least one address area is read out, converting the at least one address of the beginning of the title to a start time in the form of exactly one time unit, the start time substantially corresponding to a playing time of the recording medium from a beginning of a program area to a beginning of an addressed title;

storing the start time in the memory;

calculating a track jump time, for positioning the read device at the beginning of the title, directly from at least one corresponding start time stored in the memory; and

if a pause is detected at the beginning of the title, determining a pause duration and adding the pause duration to the start time.

- 8. (Previously Presented) The method according to claim 5, further comprising the step of selecting the time unit depending on an accuracy needed for calculating the track jump.
- 9. (Previously Presented) The method according to claim 5, wherein the time unit is one second.